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## To the Aksys Army

Thank you for purchasing this fine example of curry-based rogue-like goodness. It is highly recommended that you read this manual before starting the game to avoid any potential frustration. It's always good to get all of your ducks in a roux, after all.

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The images used in this manual are taken from an early build of the game and may differ from those used in the final product.

# Button Controls

## PlayStation®Vita System



# Button Controls

**Move**

Directional buttons **or** left stick

**Dash**

○ button + directional buttons **or** ○ button + left stick

**Move diagonally**

R button + directional buttons **or** R button + left stick

**Attack/Talk/Inspect/Confirm**

X button

**Cancel**

○ button

**Open Menu**

△ button

**At-Foot Menu (e.g. pick up items near one's feet)**

○ button

**Search/Turn towards opponent**

□ button

**Change direction**

□ button + directional buttons **or** □ button + left stick

**Run in Place**

○ button + X button

**Scan dungeon**

Right stick (Disable with ○ button)

**Organize items and skills**

SELECT button

**Display/display overall map (inside dungeon)**

SELECT button

**Use skills**

L button **or** touchscreen

# Title Menu

## New Game

Begin a new game.

## Continue

Resume the game from a previously saved location.

Note: In order to save the game, over 5120KB of free space in a PlayStation®Vita Memory Card will be required.

## Temp. Save

Resume the game play from a previously created temp save.

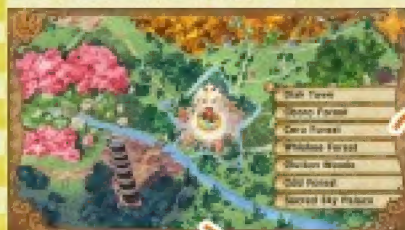
### ★ Temp. Saves ★

A Temp Save can only be performed inside dungeons. It allows you to quit the game while in a dungeon you are currently exploring. If the game is resumed through a Temp Save, the current Temp Save data will be automatically deleted. Additionally, turning off the PlayStation®Vita system without choosing to Temp Save will return you to town and cause you to lose all currency and items currently on hand.

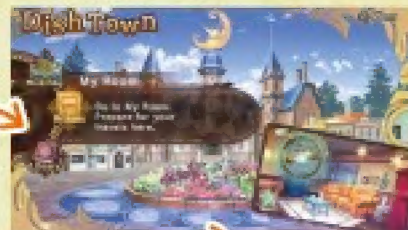
# Game Flow

Selecting "New Game" will prompt the opening events and tutorial to begin.

## ★ World Map ★



## ★ Town ★



## ★ Dungeons ★



## ★ Event ★



## World Map

This map shows the game world. As the story progresses, there will be more dungeons unlocked for you to visit.

## Town

This is your home base during adventures. You can prepare to explore dungeons, and use several of the facilities here.

## Dungeons

Make your way deep into dungeons while engaging in battle against monsters and picking up items.

## Event

Events that play will progress the story forward.

# Menu

## Screens

You can access the main menu by pressing the  $\Delta$  button.

### Item

You can use/equip items you have on hand.

### Curry On Demand

You can make delicious curry.

### Status

Check Pupuru's stats.

### Save (Temp Save)

Save your progress.

Note: This will change to "Temp Save" inside dungeons.

### Options

Change various in-game settings.

### Give up

(only available in dungeons)

Quit your current adventure to return to town. The consequences will be the same as if your HP hit zero, but without the stinging humiliation of defeat.



Note: Additional menu items may be added as you progress through the game.

# Town

## Facilities

### My Room

You can change skills, store/take out items, as well as a myriad of other things.

### World Map

You can select a dungeon you'd like to explore.

### Smile Curry

You can buy/sell items as well as obtain recipes.

### Magic Academy

Check the bulletin board here for available quests. You can earn rewards by fulfilling the requests of others less adventurous than you.

### Library

You can view item/monster compendiums, your play history, Help Files, and the all-important Chara Theater here.



# World Map

## Screens

You can move around the world map by selecting a destination.

Some dungeons can only be accessed by making it through a certain forest of dubious navigability.

**1 Pupuru** Indicates your current location.

**2 Cursor** Use to select your destination.

**3 Points** Indicates town and dungeons.

**4 Routes** The highways and byways that connect the town and dungeons to each other.



# Dungeons

## Screens

- 1 Floor** Displays the current floor.
- 2 Level** Displays Pupuru's current level.
- 3 HP** Displays Pupuru's current as well as maximum HP.
- 4 Fullness** Displays Kuu's fullness.
- 5 G** Displays the current amount of money you have on hand.
- 6 Skills** Displays the currently set skills.
- 7 Overall Map** Displays the areas traversed on the current floor.
- 8 MessageWindow** Displays various messages



Pupuru will team up with Kuu when exploring dungeons. However, Kuu is an independent sort and will move on its own. Also, some dungeons' interiors will change each time you visit them.

**Note:** Be aware you won't be able to go back to previous floors once you move onto the next floor. Also, while Kuu is down, you won't be able to leave the current floor.

# Dungeons

## Dungeon Exploration 101

### ★ Turns ★

For every move Pupuru makes while in dungeon, monsters make one move each as well. This one move they make is called a turn. Until Pupuru makes a move, a turn will not complete, preventing monsters from moving as well.

### ★ Level ★

Gaining experience points by defeating monsters will help Pupuru improve her level and become stronger. (Kuu's level improves when fed items.) However, once you leave a dungeon, Pupuru's level will be reset to 1. Because of this, it is vitally important that you continuously enhance your weapons.

### ★ Down for the count... ★

Should Pupuru's HP be reduced to zero while in a dungeon, you will mysteriously be whisked back to town. You will also lose all of the items and money you managed to gather. Profound sadness.

*WARNING: Depending on Kuu's status, you might also be slapped with additional penalties.*

As long as you have ingredients and recipes, you are allowed to make curry anytime you'd like while in a dungeon. Curry has several effects that help raise your stats, so try and take advantage of the power of curry while exploring dungeons!

# Customer Support

You can reach our Customer Service Representatives  
Monday through Friday, 9:30 AM to 5:30 PM Pacific Time (GMT -8).

\*If you are not calling from within our area, normal long-distance rates may apply for calls.

## Aksys Games

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**TEL** 1-310-212-6339

**Email** [support@aksysgames.com](mailto:support@aksysgames.com)

\*Please Note: Requests for game hints will not be answered by Customer Service.



株式会社コンパイルハート  
COMPILE HEART



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## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/In direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

# SORCERY SAGA: CURSE OF THE GREAT CURRY GOD

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This warranty shall not apply if the gaming merchandise has been damaged by negligence, accident, unreasonable use, modification, tampering or by other caused unrelated to defective materials or workmanship.

\*PLEASE NOTE: Aksys Games recommends that with any defective game, you first consult with the store from which you purchased the game on their return/exchange policies. If no exchange is possible, please contact Aksys Games directly.

## SORCERY SAGA: CURSE OF THE GREAT CURRY GOD

For more information on this game,

please visit

[www.aksysgames.com](http://www.aksysgames.com)

## SORCERY SAGA: CURSE OF THE GREAT CURRY GOD

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